

CLAIMS

I Claim:

Sub. B47

Claim 1 - A gaming apparatus, comprising, in combination:

a wager input means;

a game processor enabled by said wager input means;

display means driven by said processor upon wager input;

said display means including indicia defining an outcome;

comparator means evaluating the outcome versus a payable;

and a plurality of wheel devices, serially enabled including an output bonus for each said wheel device; and

a first said wheel device enabled by an outcome of said display means and each successive said serially enabled wheel device is enabled only when a previous wheel displays a mandated outcome.

Claim 2 - The gaming apparatus of claim 1 wherein said plurality of wheel devices includes at least two wheels.

Claim 3 - The gaming apparatus of claim 2 further comprising an elongate monolith upon which said wheels are rotatably coupled and a pedestal base upon which said display means is mounted, wherein said monolith rests upon said base.

Claim 4 - The gaming apparatus of claim 3 wherein said display means comprises at least three reels.

Claim 5 - The gaming apparatus of claim 4 wherein said reels are displayed on a video monitor presenting a continuous series of various symbols disposed sequentially on said reels.

Claim 6 - The gaming apparatus of claim 4 wherein said reels have an annular series of various symbols disposed about a periphery of said reels.

Claim 7 - The gaming apparatus of claim 4 wherein said wheels are circular and have indicia disposed about the perimeter of said wheels, said indicia including numerals and a special symbol corresponding to said mandating outcome.

Claim 8 - The gaming apparatus of claim 7 wherein said numeric indicia on each said wheel increases from the first wheel to the next such that said output bonus corresponds to said numeric indicia and said output bonus is enhanced with each successive potential wheel.

Claim 9 - The gaming apparatus of claim 8 wherein said wheels are arranged in a vertical column.

Claim 10 - A method for entertaining with a multi-wheel gaming device, the steps including:

- inputting a wager;
- enabling a game;
- spinning a plurality of reels on a display by means of a computer processor;
- displaying an outcome on a display;
- comparing the outcome to a pay table;
- awarding a bonus credit when the outcome displayed on the reels is a winning outcome;
- spinning a first wheel when a first special symbol appears on the last of the reels;
- displaying an outcome on the first wheel;
- awarding a bonus credit when the outcome displayed is a number;
- spinning a second wheel when a second special symbol is indicated on the first wheel;
- awarding a bonus credit when the outcome displayed is a number;

spinning a third wheel when the second special symbol is indicated on the second wheel;

awarding a bonus credit when the outcome displayed on the third wheel is a number; and

awarding a maximum bonus credit when the second special symbol is indicated on the third wheel.

Claim 11 - A method for providing entertainment via a multi-wheel gaming device, the steps comprising:

inputting a wager;

enabling a processor;

displaying an outcome;

comparing the outcome to a payable;

serially enabling a plurality of wheel devices upon a mandated display outcome; and

spinning each wheel, one at a time, only when a previous outcome is a mandated outcome recognized as qualifying for a serial wheel.

Claim 12 - A method for providing entertainment via a multi-wheel gaming device, the steps comprising:

allowing a wager;

displaying a random outcome on a first display;

enabling a series of second displays only as a function of a first display outcome; and

allowing a second and subsequent series of second displays to be successively enabled only as a function of a previous qualifying outcome from and immediately preceding second display.

Claim 13 - A gaming device, comprising, in combination:

reel and an outcome of each said reel which enables its respective wheel.

receiving a wager; enabling N reels;

and enabling a plurality of N wheels based on whether a said reel with

which a said wheel is related has a specific output.

Add
all

[illegible]